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ADVANCED FINGERSPELLING

LEARNING

Sharpen skills of communication in fingerspelling
(ages 5 and up)

by Duane Bolster

Requires: ATARI BASIC Language Cartridge

Cassette version (1): ATARI 410 or 1010 Program Recorder
(APX-10227) 32K RAM

Diskette version (1): ATARI 810 or 1050 Disk Drive
(APX-20227) 32K RAM

Edition A

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ADVANCED FINGERSPELLING

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Duane Bolster

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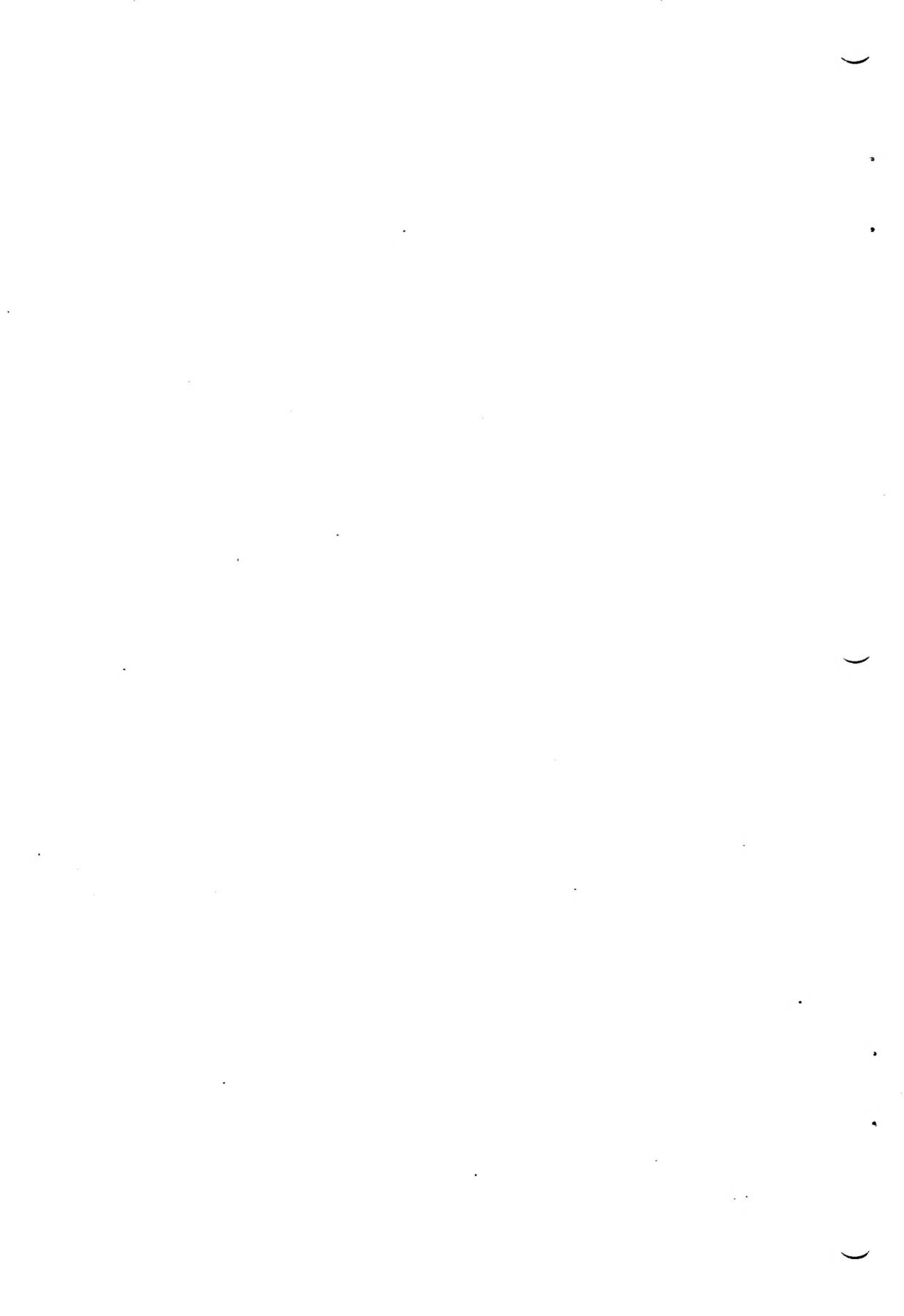
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Introduction

OVERVIEW

Come into this nicely decorated parlor and meet the most patient friend you could have to help you learn signing. In his casual attire, he puts you at ease as he signs anything you ask for, from single letters (in a challenging game) to complex sentences, all at the speed you request.

ADVANCED FINGERSPELLING is an excellent tool for learning two of the more difficult skills in signing: recognizing another person's signing, and keeping track of many signs in a sequence.

It's surprising how foreign signs look when you see them from the "opposite view," after you've learned to make them yourself. It's also easy to miss signs. You might be trying to recognize a sign that's gone before while you're seeing new signs at the same time.

ADVANCED FINGERSPELLING gives you plenty of practice in both of these skills, providing you a friend who signs to you any time you're in the mood. You may play a fun and always challenging letter game to help improve your speed at recognizing letter signs, or choose a variety of increasingly difficult levels that help you improve your ability to follow a series of signs.

ADVANCED FINGERSPELLING is an excellent tool for the intermediate signer also, because it gives practice in following complex sequences of signs at advanced speeds.

REQUIRED ACCESSORIES

ATARI BASIC Language Cartridge

Cassette version

**ATARI 410 or 1010 Program Recorder
32K RAM**

Diskette version

**ATARI 810 or 1050 Disk Drive
32K RAM**

CONTACTING THE AUTHOR

Users wishing to contact the author may write to him at:

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Portland, OR 97220**

or telephone him at:

503/255-4742

Getting started

LOADING ADVANCED FINGERSPELLING INTO COMPUTER MEMORY

1. Insert the ATARI BASIC Language Cartridge into the cartridge slot of your computer.

2. If you have the cassette version of ADVANCED FINGERSPELLING:

a. Have your computer turned OFF.

b. Turn on your TV set.

c. Insert the ADVANCED FINGERSPELLING cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY to prepare the program recorder for loading the program.

d. Turn on the computer while holding down the START key.

e. When you hear a beep, release the START key and press the RETURN key. The program will load into computer memory and start automatically.

If you have the diskette version of ADVANCED FINGERSPELLING:

a. Have your computer turned OFF.

b. Turn on your disk drive.

c. When the BUSY light goes out, open the disk drive door and insert the ADVANCED FINGERSPELLING diskette with the label in the lower right-hand corner nearest to you. Close the door. (Use disk drive one of you have more than one drive.)

d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

THE FIRST DISPLAY SCREEN

When the program has loaded into computer memory, the following screen appears:

ADVANCED

FINGERSPELLING

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Figure 1 First display screen

Using ADVANCED FINGERSPELLING

MENU SCREEN

The first display screen soon disappears. It's replaced by the menu screen, shown below:

```
*****  
SELECT  
*****  
  
ECHO  
LETTERS  
WORDS  
SENTENCES  
FILEMAKER (Diskette version only)  
  
100 LPM  
  
*** DISPLAY OPTION IS OFF ***
```

Figure 2 Menu screen

USING THE SPECIAL KEYS

Press the SELECT key to step through the five selections on the menu (Figure 2). You can tell which selection you're on because bright colors are cycling through it.

Press the up and the down arrows (without pressing the CONTROL key) to increase and decrease the signing speed. The signing speed is displayed in Letters Per Minute (LPM).

Press the OPTION key to turn the DISPLAY OPTION on and off. When the DISPLAY OPTION is on, the letter of each sign is displayed below it during the signing. With the DISPLAY OPTION off, no letters appear under the signs.

When you've made your choices, press the START key.

MENU SELECTIONS

ECHO

When you select ECHO, the screen changes to the picture of the signing figure, with his hand in the "neutral" position. This position isn't an official fingerspelling sign; it's used in the ADVANCED FINGERSPELLING program to separate words and identical letters.

The following instructions appear at the bottom of the screen:

TYPE AND RETURN DISPLAY OPTION IS ON

Type any capital letters or spaces (up to 120 letters), then press RETURN. The program signs whatever you typed back to you. If you want to see the same thing signed again, just press the RETURN key when the instructions "TYPE AND RETURN/ DISPLAY OPTION IS ON [OFF]" appear.

Press the OPTION key to turn the DISPLAY OPTION on or off whenever the instructions "TYPE AND RETURN/ DISPLAY OPTION IS ON[OFF]" appear.

You may change the signing speed during the ECHO selection by pressing the up or down arrows. You hear a rising or falling tone, but you don't see the LPM number. You may see the LPM number if you return to the menu.

You may return to the menu at any time during ECHO by pressing the ESC key.

LETTERS

This option lets you practice identifying letters that are linked together in "words" up to five letters long. Since the letters are selected randomly, they form nonsense words. You can't anticipate what's coming next, so you have to know each letter.

When you select LETTERS, you see the following screen:

ESC FOR MENU

OPTION FOR GRAPH

SCORE

1 LETTER WORDS

0 LPM
0 CORRECT
0 WRONG

FOR 20 LETTERS

PRESS START

TYPE 01 TO 99 FOR NUMBER OF LETTERS

Figure 3 LETTERS display screen

Type a number from 01 to 99 to select the number of "words" you'll identify in each set. If you don't type a number, the program signs sets of 20.

The statement "1 LETTER WORDS" under the word "SCORE" shows how many random letters will be displayed as each "word." Press the SELECT key to cycle the number from 1 to 5.

After you choose the number of letters and the word size you want, press the START key. You see the letters being signed on the screen. Type each "word" after it's signed. When you've completed the selected number of letters (or pressed the ESC key), the screen displays your score, how fast you typed the correct letters (LPM), the number correct, and the number wrong. At this time you may:

- return to the main menu (press the ESC key);
- repeat the same number of letters (press the START key);
- choose a new number of letters (type a number from 01 to 99); or
- view the graph of scores (press the OPTION key while the score page is being displayed).

Note. The graph doesn't appear if your computer system has 32K of memory, the minimum required to use ADVANCED FINGERSPELLING.

The graph shows the last nine scores, percentages calculated according to the formula below. The number in inverse video shows the latest score. After the ninth set, you return to set 1, but the previous scores remain on the graph.

You can clear and reset the graph. When the prompt "ESC TO CONTINUE" appears above the graph, press the OPTION and SELECT keys at the same time. You can't see a change on the screen right away, but whenever you return to this graph, you see that it's been reset.

The score is calculated by the following formula:

$$\text{LPM} = \% \text{ of correct responses} + \frac{\text{correct responses} - \text{wrong responses}}{2}$$

Speed and accuracy have a heavy weight in the formula, with an increasing bonus for the number of letters done, and a moderate deduction for wrong choices.

With LETTERS, you can turn the DISPLAY OPTION on or off only at the menu.

To quit before all the letters are signed, press the ESC key. Your score at that point is displayed.

WORDS

When you select WORDS, a complete word that you can recognize is signed to you. Type the word when you're instructed to. If you're correct, your answer is immediately accepted and the next word is signed. Don't press the RETURN key unless you want to see the same word signed again. Although the program prompts you to type the words one by one, they fit together into sentences.

You can change the signing speed during the WORDS selection by pressing the up or down arrows. You hear a rising or falling tone that shows that the signing speed is changing, but you don't see the LPM number. Press the ESC key to return to the menu to see the LPM number.

When you're typing your answer, you see only A to Z, space, and delete on the screen. The response of the keys is a little slow, so don't type too fast, or the program might miss some of your letters.

Before you type each answer, you have the option of turning the

DISPLAY OPTION on or off.

When you're typing your answer, only correct letters appear on the screen. You won't see a wrong answer. This is particularly useful in the SENTENCES selection since it prevents you from typing a long sentence, and then getting frustrated because you didn't notice a wrong letter near the beginning of your answer. This feature is especially helpful for children.

You may return to the menu at any time by pressing the ESC key.

SENTENCES

The SENTENCES option is just like WORDS, except that an entire sentence is signed to you, and you must answer by typing the entire sentence correctly.

Note. The remainder of the instructions apply to the diskette version only!

FILEMAKER

Creating a new file

You can put over 300 sentences on each diskette, in several sessions or at one time.

After you select FILEMAKER, remove the ADVANCED FINGERSPELLING program diskette and insert a blank formatted diskette (or a diskette you've already used for this purpose).

Note. Make sure you've removed the write-protect tab from your data diskette.

You see the following screen:

TO WRITE SENTENCES TO A DISK:
INSERT BLANK FORMATTED DISK OR AN
ESTABLISHED DATA DISK AND PRESS RETURN

TO ALTER SENTENCES ON AN ESTABLISHED
DATA DISK, INSERT DISK AND PRESS OPTION

ESC TO RETURN TO MENU

Figure 4 Filemaker options

Press the RETURN key. The following screen appears:

ESC FOR MENU

EACH SENTENCE MAY BE UP TO THREE
LINES LONG (113 LETTERS)

TYPE SENTENCE, THEN PRESS RETURN

You may use the capital letters A through Z, spaces, and the DELETE/BACKSPACE key when writing words and sentences for your own file. When you finish typing a sentence, press the RETURN key.

You may return to the MENU at any time by pressing the ESC key.

Altering sentences on an existing data diskette

To alter sentences on an existing data diskette, select the FILEMAKER option from the menu. Insert the data diskette into the disk drive. When the FILEMAKER options (Figure 4) appear, press the OPTION key. The following screen appears:

FOR ALTERING SENTENCES

A) SELECT SENTENCE BY WORDS

B) SELECT SENTENCE BY NUMBER (1-5)

TYPE A OR B FOR YOUR CHOICE

Press ESC to return to MENU

Figure 5 Altering sentences

When you type A, you see the following instructions:

TYPE SENTENCE TO CHANGE
?

Type any part of the sentence you want to change, always starting with the first letter of the sentence. The program displays the first sentence that begins with the letters or words you typed. Type a new sentence to replace that one. If it isn't the sentence you want to change, press the RETURN key and the next matching sentence appears.

When you type B, you see the following prompt:

SENTENCE NUMBER?

Type the number of the sentence you want to change. The program displays that sentence on the screen and the following instructions:

TYPE NEW SENTENCE AND RETURN
Press just RETURN to continue search
SPACE and RETURN to DELETE sentence

Type the new sentence and press the RETURN key. If you press the RETURN key without typing anything, the program displays the next consecutive sentence.

You can delete sentences you've entered. Use A or B, above, to call up the sentence you want to delete. Press the SPACE BAR and the RETURN key. The sentence is deleted, but the indicator of the total number of sentences doesn't decrease. The choices for altering sentences (Figure 5) reappear. You can replace the sentence by typing a new one right away.

If you want to replace the sentence at a later time, you can choose B to select the number of the sentence you deleted and type a new sentence in its place.

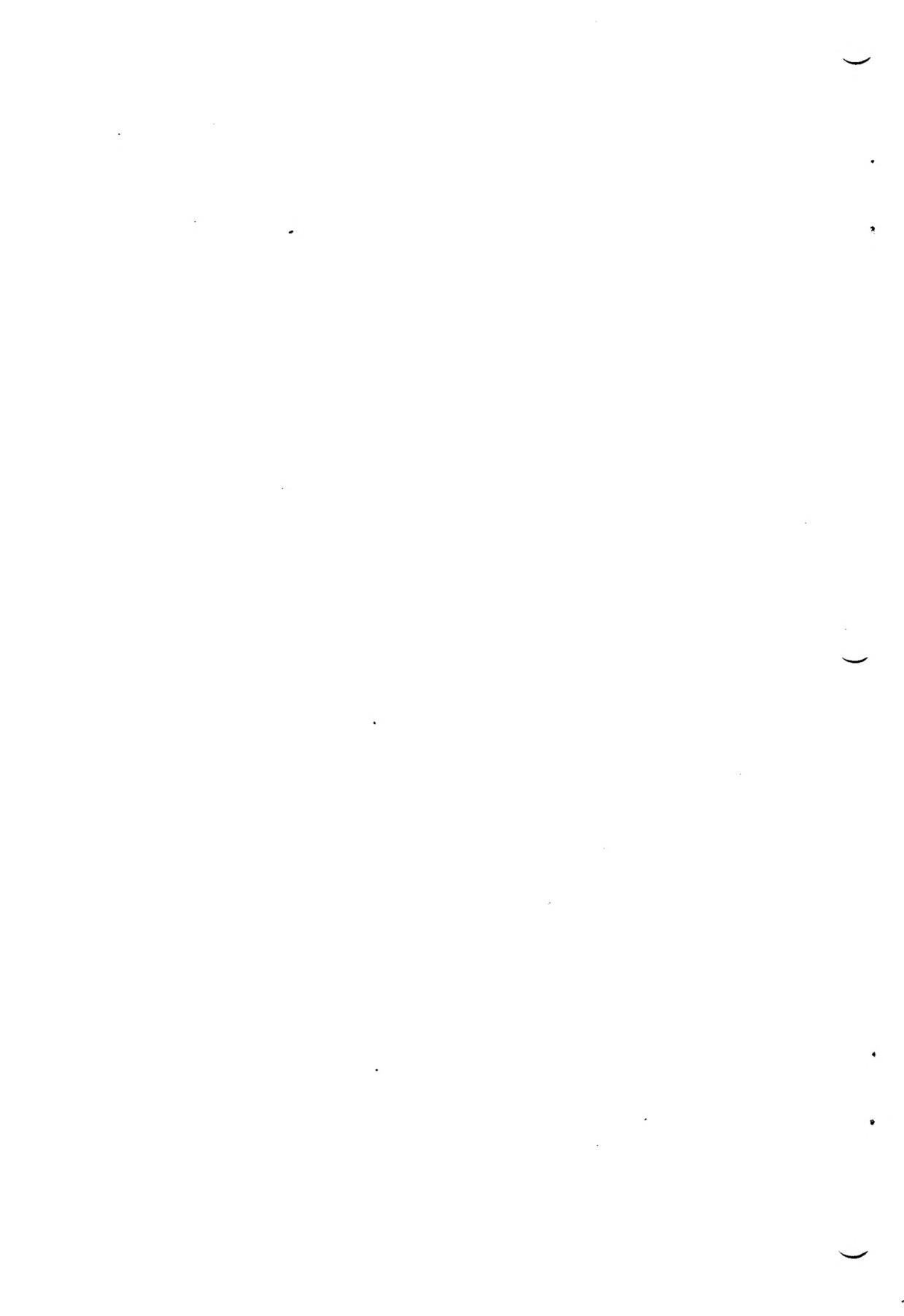
If you don't remember which sentences you deleted, and you're not sure where you've made a space for a new sentence, choose A. Then type the following sequence:

SPACE
ATARI LOGO KEY (FOR INVERSE VIDEO)
D
RETURN key

The program finds the next deleted sentence. You can replace it with another sentence.

Using the data diskette

To use a diskette you've created with FILEMAKER, you can replace the ADVANCED FINGERSPELLING diskette with your data diskette any time after the ADVANCED FINGERSPELLING program has loaded into computer memory. Then select either WORDS or SENTENCES and continue as you did with the program, above.





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Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to

know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

Advanced Fingerspelling (227)

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

- Easy to use
- User-oriented (e.g., menus, prompts, clear language)
- Enjoyable
- Self-instructive
- Use (non-game programs)
- Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

From

STAMP



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{seal here}